


**VINESAUCE
IS HOPE**

2021

HELPING OTHERS
—
PLAYING EVERYTHING





Greetings, fellow travelers!

Our theme for this year's event is Space and Exploration, and what a joy it is for us to share this interstellar journey with you! 2021 marks our eighth annual Vinesauce is HOPE summer charity event, as we continue to reach for the stars in our support for the Pediatric Cancer Research Foundation. This year also marks a truly momentous occasion, as we are poised to make an astronomical achievement of officially raising over \$1 million USD for pediatric cancer research since 2014. Your generosity and dedication throughout these years is truly spectacular!

I have a confession to make: I have always been left star-struck by the scope of our collective goodwill. This journey of charitable giving has guided me through many highs and lows in my life, often with a bittersweet mix of intense frustration and unadulterated joy.

However, these feelings are often the greatest reminder for me that our determination has allowed for children and their families to not just beat cancer, but to thrive in so many ways. We help to give them the opportunity to reach up toward the glittering night sky, and to fill their starry eyes with possibilities and hope.

I won't ever forget what we've accomplished here together. Thank you for believing in our efforts and our mission of Helping Others, Playing Everything.

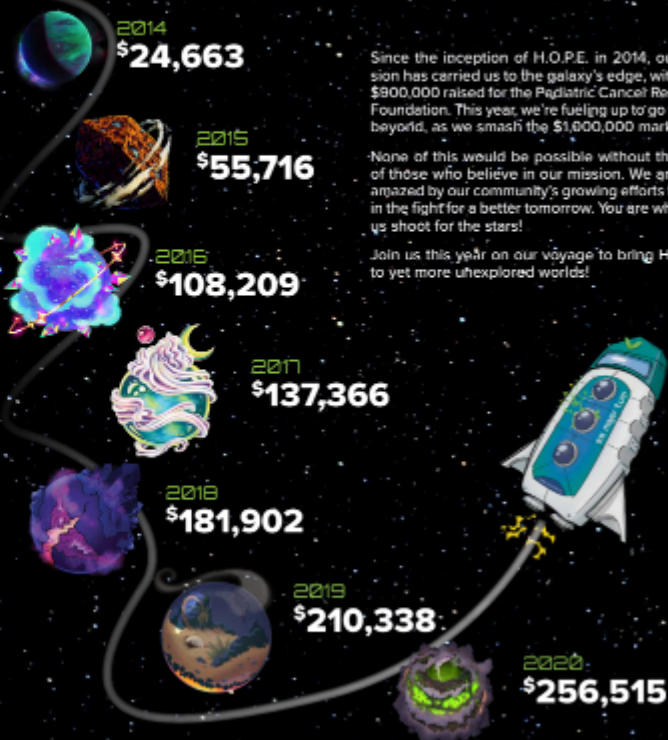
Over and out.

Hooty

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THE MISSION CONTINUES...



Since the inception of H.O.P.E. in 2014, our mission has carried us to the galaxy's edge, with over \$900,000 raised for the Pediatric Cancer Research Foundation. This year, we're fueling up to go further beyond, as we smash the \$1,000,000 mark!

None of this would be possible without the help of those who believe in our mission. We are truly amazed by our community's growing efforts to help in the fight for a better tomorrow. You are what lets us shoot for the stars!

Join us this year on our voyage to bring H.O.P.E. to yet more unexplored worlds!

Pediatric Cancer Research and you

\$1 million in contributions to PCRF means many things not only for their fight against pediatric cancer, but Variety is HOPE's growth.

Since the first broadcast of Vinesauce is HOPE back in 2014, not only has the Variety is HOPE community grown considerably, PCRF has expanded its number of emerging grants from **5 grants to 32 grants!** Together, we have helped fund numerous research projects and helped children survive terrible diseases.

This achievement has helped children live the lives that they deserve, through new developments, treatments, and care. As a community, we are proud to have had a part in making this happen!

What have we been able to do through the event?

raising money and awareness for a good cause

- We've raised a lot of money! Through your support, we've helped many kids around the globe find the life-saving care that they need, therapies for long term illnesses, and hope for their future.



getting along with each other

- This event brings all kinds of people together, from the Variety community, to volunteers who help organize, organize and put on the event itself, and wider reach outside of all that. Additionally, Vinesauce is HOPE volunteers have found professional work thanks to their experience with the event.



establishing relationships that'll last a lifetime

- We can definitely say that Vinesauce is HOPE has helped cement lifelong friendships, partnerships, and relationships. We've learned tons, grown immensely, and given all we can give, and more.



"If I told you that a child who is diagnosed with bone cancer, which is a very common form of cancer in young adolescents and adults, is treated with the exact same drugs today as they would have been back in the 1970s, you would say 'This is crazy!'"

We are able to, with your support, really push forward research - and now we're offering new drugs and new clinical trials to offer hope to all these people that are in desperate need of new things on the horizon."

Prof. Alex Huang

UH Rainbow Babies & Children's Hospital

How have we contributed to cancer research?



- Access to more grants means more precise tools for diagnosis, healthier therapies, and cures for children facing cancer.
- Helped launch the careers of 17 young researchers who specialize in pediatric cancer research.
- Enabled new treatments to give children the highest quality of life possible.
- Gave crucial opportunities for researchers to develop new drugs, new clinical trials, and advance their standards of care.

What are the results of PCRF's research so far?

- Survival rates have improved by 74% from 10% in 1982 to 84% today.
- Reduced time patients spend in treatment.
- Produced numerous safer, less toxic treatments.
- Increased longevity of life for a child.
- Fewer recurrences of cancers and secondary cancers due to targeted therapy.
- Minimized side effects from treatments.
- Greatly enhanced quality of life during and after treatment.

420,000 childhood cancer survivors are alive in the US today.

Over 100,000 children have been cured of cancer since 1982.

More time to be a kid.

Lower likelihood of recurrence.

Fewer lasting symptoms.

Increased quality of life.

Dziękuję! Grazie! Tack! Gracias! Thanks!
Bedankt! ありがとう! Kiitos! Danke! Merci!

> INCOMING MESSAGES . . .

This year, we're broadcasting transmissions from the space cadets of the Vinesauce is HOPE community into the stars! Messages of hope, of joy, and of adventure – enough to fill the radio waves for centuries. Here, you'll find a few curated examples of the hope we're bringing to the future.

TAKE CARE OF YOURSELF!
YOU DESERVE LOVE JUST
AS MUCH AS ANYONE
ELSE! STAY STRONG!

I WONDER IF ANY OTHER
SENTIENT LIFE HAS INVENTED
TRAINS. TRAINS ARE SUCH
AN ODD AND SPECIFIC TOOL.
IF YOUR PEOPLE ALSO HAVE
TRAINS, OR SOMETHING
SIMILAR, PLEASE REPLY ASAP.

I KNOW WE'RE NOT ALONE OUT
THERE, AND WE MAY EVEN HAVE
BEEN WATCHED FOR MANY YEARS!
SO IF ANYONE EVER SEES THIS,
KNOW THAT EVEN THOUGH WE'RE
NOT PERFECT, WHEN WE PUT
OUR HEARTS TOGETHER WE CAN
ACHIEVE MORE THAN YOU COULD
EVER IMAGINE.

TO ANY LIFEFORM
READING THIS MESSAGE,
I WANT YOU TO KNOW
SOMETHING! THERE IS
NO STRONGER FORCE
IN THIS UNIVERSE
THAN CAT VIDEOS.
SERIOUSLY, WATCH ONE
AND YOU'LL SEE.

YAHAAH! YOU FOUND ME!

HEY, YOU FUNNY SPACEPERSON!
NEVER FORGET HOW
EXTRAORDINARY IT IS THAT
A BUNCH OF CARBON GLOOPEO
TOGETHER MILLIONS OF YEARS
AGO TO MAKE YOU. LIVE LIFE
TO THE FULLEST AND EAT TONS
OF PIZZA!

NO MATTER HOW MUCH WE
EXPLORE THE DEPTHS OF
SPACE, JUST KNOW THAT
WE'LL FIND WHAT WE'RE
LOOKING FOR. IF SOMETHING
GOES WRONG JUST KNOW THAT
WE'LL FIND A WAY TO FIX
THINGS AND GET BACK ON
TRACK. YOU'RE DOING YOUR
BEST AND THAT'S WHAT MAT-
TERS! NEVER GIVE UP HOPE
FRIEND, BECAUSE WE'LL ALL
FLOAT ON OKAY IN THE END.

HEY SPACE PEN PAL! COME
VISIT AND WE CAN TRADE
SNACKS. I'VE BEEN WAIT-
ING TO TRY ALIEN FOOD, AND
I'LL EVEN SHARE MY REESE'S
PIECES WITH YOU.

WHOEVER OR WHATEVER YOU
ARE, EVEN THOUGH TIMES
MIGHT BE TOUGH, DON'T
GIVE UP. YOU'RE MORE SIG-
NIFICANT THAN YOU BELIEVE
AND YOU MADE A DIFFERENCE
IN EVERYONE'S LIFE YOU'VE
TOUCHED. KEEP IT UP! IN
THE WORDS OF A FAMOUS
SPACE FOX'S FATHER! "NEV-
ER GIVE UP! TRUST YOUR
INSTINCTS!"



Tralfam'dorr

Tralfam'dorr appears as a misty, murky planet from the exterior. Its orbit creates the appearance of a mystical eye on the surface, no matter which side you look at. It is notoriously difficult to locate on maps, as it exhibits quantum properties.

Due to its quantum nature, special navigation equipment is required to travel to Tralfam'dorr. Visitors to this planet are also advised to bring a change of clothes, as the landscape and weather can shift unpredictably.

E'lohr



E'lohr is a living spacecraft made of moss. It requires regular tender care and maintenance, or it simply won't fly. E'lohr is specialised in finding space anomalies, and boasts unparalleled mapping capabilities.

VIDYABUM

THEORETICAL PHYSICIST
PARANORMAL SCIENTIST

Vidyabum is a creature of sentient moss, born from the quantum swamps in which he resides. He can take on a humanoid form, which he considers to be more friendly and recognisable. Vidyabum seeks to understand the quantum and paranormal, and lends his knowledge to the HOPE team as both a theoretical physicist and paranormal scientist. The cryptid creatures of Tralfam'dorr look to Vidyabum as their caretaker, and are friendly to visitors.

vidyabum
@vidyabum
Vidyabum

The Cracked Dome

Once a lush terrarium, its protective dome was cracked by a giant baseball. Now, the planet experiences constant night time and a cooler atmosphere, with a drier, sandier composition. Nevertheless, Desert helps out by providing heat lamps and satellites for outside communication.



The POGona



Focused on personal transport, this plucky vessel is controlled by a fight stick. The mouth of the ship can open for embarking. Onboard is a huge megaphone for performing silly voices during travel.

Desert also operates an Alien Cultural Exchange Language school out of The POGona, where he teaches all kinds of people with simple story books. Some of his students mention the words being illegible.

COMMUNICATIONS EXPERT

DESERTP

desertp
@desertpogona
Desert POGona

Desert is an expert on communications equipment and prides himself in being the official translator for the HOPE team. If there's ever a need for extra-terrestrial communication, you can count on him! He spends his time on his own sandy planet, of which he cares for immensely, tinkering and maintaining radar dishes and solar lamps. His work is vital in keeping communications in the galaxy open and clear for everyone.



KNOMOR

The ancient beings who once dwelled here excavated deep chasms to build high to the heavens in search of something. Twisted and decaying, the central abandoned metropolis is blanketed in dense fog, with all manner of creatures lurking in the undergrowth.

Dorb travels the galaxy in search of the answer to the fate of Knomor, bringing along the relics he has found in his ship, seeking knowledge and understanding of other ancient civilizations.

The Hauler Museum

Both beat-up junker and flying exhibition, The Hauler Museum was patched together by Dorb using valuable scrap he found in various wrecksites. It houses a museum showcasing Dorb's findings from surveying and excavating mysterious planets.

DORB

ARCHEOLOGIST

Dorb is a famed archaeologist, known for using his powerful exosuit to sift through earth and scaling mountains with his rocket-powered hammer. He surveys planetary bodies for their history and reports back his findings to the HOPE team. Upon finding Knomor, he made it his mission to discover the fate of the long-forgotten beings who vanished and left behind their advanced but crumbling ruins.

📧 **dorb**

🐦 **dorb_vinesauce**

AVALONIA

Avalonia is a source of incredible biodiversity, boasting fauna from a variety of seasons and biomes. The landmass, shaped like that of a large dragon, features snowy peaks, lush forests, and warm, teal oceans.

It's rumored that the native wildlife is descended from ancient dragons, due to discoveries of numerous space dragon fossils. Researchers from the HOPE team have also theorised that the land itself was once a living being.

Fred prefers to fly from place to place with his wingsuit. Whenever he needs to leave his planet, he often hitches a ride from Dorb, who usually visits to investigate the ancient fossils found here.

ZOOLOGIST/CONSERVATIONIST

FRED

📧 **fred**

🐦 **fredrick_gaming**

🎮 **freddy09**

📺 **fredrick_gaming**

Fred takes pride in being the primary zoologist for the HOPE team. He spends his time researching and promoting the conservation of the various critters found across the galaxy, and has a particular interest in the rare, shiny variants. These creatures have been seen joining in on Fred's occasional dance parties, and some teach him new moves in his spare time. Fred enjoys taking to the skies in his wingsuit to fly among the clouds.

Hyalin

Hyalin is the brightest object you will find in this planetary system. It is completely covered in different kinds of crystals, but some spots have been cleared to build hotels and places of interest to attract tourists, as well as Gear's factory.

The shimmering ring surrounding the planet is made of an unknown matter. A crystal-mammal hybrid used to live on the surface, but the species retreated underground as the planet became more and more urbanized.

Crystalline Heart

Gear's ship was entirely built out of Hyalinian resources. A giant chunk of crystal serves as its main source of power. It harvests minerals with a special laser that can cut even the hardest material.

GEAROMATIC

SHIP BUILDER

Gearomatic is a renowned ship builder. He heavily depends on his planet's main resource, crystals, in order to power and fix broken spaceships, as well as to maintain the augments that compose his robotic body. A multitude of travellers rely on his work, and a recent growth in popularity has led to Gear opening a factory run by robots, supplying the HOPE team as they need.

Gearomatic
@Gearomatic
Gearomatic Games

The Whipped Seas

The Whipped Seas have a very distinct, sweet aroma that can be smelled from the planets surrounding it. Its appearance is reminiscent of a dessert. The planet's life is mainly composed of sea critters, amphibians and animals capable of hunting underwater.

RRS Sublime

The ship contains a special room where Limes stores specimens that need to be transferred from one place to another. It is rumored that if you touch the "nose" of the ship, something fun happens!

MARINE BIOLOGIST

LIMES

Limesalicious
@limesalicious
LimesArchives

The gracious Limes loves the strange but cute creatures of the Little Rainbow Galaxy. With the help of her three little furry friends and a zest of bravery, she studies the flora and fauna of her planet day and night. Her favorite environment to explore is the waters that compose the majority of her planet: with a wide variety of species, Limes seems to never run out of new discoveries to make.

Nowhere: The Land of Miasma and Poison

Purple and green miasma seeps across Nowhere, appearing to originate from a magical symbol in the sky. Large mauve mountains dot the landscape, covered in dark trees, while acidic yellow swamps produce unique wildlife not seen anywhere else in the galaxy.

RevScarecrow lacks a spacecraft of his own, but hitches rides from other members of the HOPE team. Sometimes, his wife Tide will bring him along in her personal ship to venture out to new locales.

Occasionally, RevScarecrow will use some of the exotic pigments he has discovered on his planet to partake in some plain air painting. The colours are said to be out of this world.

REVSCARECROW

BOTANIST
ENVIRONMENTALIST

Shrouded in protective garb, RevScarecrow is a mysterious being — no one knows for sure if he is even human. He takes his work as a botanist for the HOPE team seriously; specialising in overgrown and often poisonous environments, he collects samples and monitors the chemical balance of the different ecosystems in the galaxy. He is not alone, however; travelling alongside him are his faithful cats Herman and Abby, who wear similar protective gear.

revscarecrow

@REV_SCARECROW

revscarecrow

colinmullin.com

S.S. Major Tum

Vinny prefers to operate solely from his ship, and therefore doesn't have a planet to call his home. Rather than sitting in one place, Vinny likes exploring, traveling, and bringing his music to different planets.

Vinny's ship resembles a peculiar bottle. It possesses four floors, with the cockpit at the very top. An elevator connects all floors together, leading to an office, a living space, and finally, a storage room.

Vinny takes very good care of the guitars he has collected over the years. Many antiques from the different worlds he explored decorate the shelves and drawers of the ship.

VAGABOND EXPLORER

VINNY

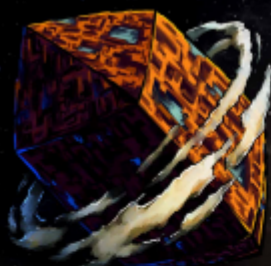
vinesauce

@Full_Sauce

vinesauce

redvaxband.com

Navigating alone throughout space, meet the vagabond singer, Vinny. After travelling from planet to planet for many years, this nomad has found himself to have written more than a hundred songs dedicated to the beautiful sceneries offered by these worlds. Armed with his collection of guitars and his faithful ship, he is actively searching for the young Gnorts, his missing son.



oxidar

Oxidar is an iron-rich planet, speckled in hints of turquoise and blue. The atmosphere is thick and dusty, due to the decaying factories on the surface. These once mined the precious crystals found here and produced spacecraft, which are now worn-out husks.

Ripley is Greatzott's fearless companion — also equipped with a specialised suit and jetpack. Gearomatic made her a prosthetic leg using parts gathered from the factories on Oxidar. Ripley is happily getting used to it!

The Junker

Gearomatic craft is built for practicality. Described as a "tin can", it consists of a giant revolving magnet for picking up space salvage. The Junker often visits Gearomatic to deliver its cargo for new spaceships.

GREATZOTT

SHIP SALVAGER
GEOLOGIST

greatzott

@greatzott

Greatzott is a geologist with a keen eye for finding valuable minerals. His adventures among the cosmos has lead to him becoming an expert in salvaging ships, and he regularly upcycles the different parts he finds into new spaceships for the HOPE team. His skeletal nature means he doesn't require any equipment to breathe in space — however, he does require a weighted suit to keep the zero-G from floating him off the ground!

WRITTEN IN THE STARS HOROSCOPES

THE TRIPOD



Loyal and devoted, Tripods won't let being a little off-balance change how they go through life. No matter what, they will stand by their friends and brighten the world of their loved ones.

Mar 21 - Apr 20

THE COG



When life gets tough, you want a Cog to lean on. The true rock of any friend group, Cogs are the ones who will pick you up when you fall and dust you off to try again. Cogs live for the grind.

Apr 21 - May 21

THE HOPE



True dreamers, Hopefuls imagine a better world and do their best to make it a reality. Not content with just staring at the sky and wondering what could be, Hopefuls will always follow their dreams.

May 22 - June 21

THE SEAL



The love and care of Seals is boundless, and when you need a shoulder to cry on, these poly-poly pals will always be there for you. Bestowed with great empathy, Seals are the beating heart of any group.

June 22 - July 21

THE CHAT



Chat members are collaborative, and always willing to put their differences aside to support their passions. The true psychomorph of Vineauce is HOPE, their charity is what drives the cause to the stars.

July 24 - Aug 23

THE DECOY



Flexible but determined, Decoys always know where to draw the line. Protectors and guardians, Decoys will be there to keep you safe and sound, never giving up on you. The ideals of a Decoy are unshakable.

Aug 24 - Sep 23

THE DRAKE



Never satisfied with what is, Drakes work tirelessly for what could be. Visionaries and planners, Drakes are the ones you want in your corner when you need to innovate. To a Drake's eyes, the future is bright.

Sep 24 - Oct 23

THE MOUNTAINEER



When they set, Mountaineers are always willing to get up again, and again, and again, never giving up until they've seen any obstacle. They will not give up until they finally reach their goals.

Oct 24 - Nov 23

THE REPTILE



Intrusive and wise, Reptiles love to find out how things work. Whether looking into a mystery or tinkering with something well familiar, a Reptile's first love is finding answers to life's great questions.

Nov 24 - Dec 23

THE FELINES



Certainly didn't kill those cats — Felines thrive on it, always looking to learn more about their friends, themselves, and the world around them. Clever Felines are the ones to turn to when you need a problem solved.

Dec 24 - Jan 23

THE MALLARD



Charismatic and easygoing, Mallards are happy to zip and zoom through life, pursuing what makes them happy and cheering up others along the way. They thrive on scooting joy into the hearts of their friends.

Jan 24 - Feb 23

THE SHROOM



Artisans of growth, Shrooms are always seeking ways to better themselves and those around them. Lovers of improvement and new adventures, Shrooms have resolve, grit, and a great love for our world.

Feb 24 - Mar 23





A CONVERSATION WITH AN OWL

This year our resident Flash game enthusiast and black on-liner ReScreencrow sits down to probe the mind of the founder of Vinesauce is HOPE himself, Hooty.

This is the 8th Vinesauce is HOPE event. Since its inception in 2013, we've always smashed our donation goals. Did that initial success make you realize that this would become a recurring thing? I definitely had hoped that it would be something that would continue on for an additional year. "Well, this was successful, I wonder if we can recreate it?" It was more like experimenting at that point, just trying to figure how we managed to achieve this level of success. "Is it possible for us to do it again in another year?" We just kept growing exponentially and every single year I kept getting more and more surprised by the level of support from the community. I just thought, "Wow, okay, I guess that's a resounding yes to doing it again for next year."

What originally motivated you to organize this thing? You! It was you buddy. I actually did get about half the idea from you when you were doing your SpongeBob charity stream, which was one of the first times that I saw the opportunity for people to enjoy streaming entertainment and also to be able to support a really great cause. I looked at both your success with that when it came to supporting St. Jude's - and also that year was the first year I started watching AGO - so I was able to really see what communities could do for great causes. That was the impetus of being able to say "We could really do something like this. This would be amazing." I still remember the first meeting of getting everyone on board and being simultaneously excited and also worried about trying to make all of that happen.

ReScreencrow and Hooty are members of Vinesauce is HOPE. Hooty is also a member of the Vinesauce is HOPE community.

Do you remember the first year when we were worried about whether or not we would hit that goal, and we broke it before we even woke up? I remember talking to Chris Parwell, at 8:00 or 9:00 PM the night before. Chris is the philanthropy manager at PCRF, she's been our contact for Vinesauce is HOPE since it started and she is a saint. She is so wonderful, we did a little interview on her in our magazine last year. I called her because I was concerned about the minimum donation total seeming too high and she said, "It's currently set at \$25" and I said "That's a little much for the audience that we have, I would love to see that go down to \$5." She took care of it in 10 minutes. Viny wanted to make mention of it right around when he was streaming during the time and the money started flowing in. I was completely overwhelmed, emotionally and otherwise.

I remember breaking down on the livestream like, "I can't believe it's happening already, taking \$3000!" and I rode that high for hours. I was up until almost four or five in the morning, and then I had to get up two or three hours later just to make my block and see that we already hit the goal. "Oh no, we need a new goal!" Then just working that entire weekend to ensure that we had new numbers, goals, and opportunities for us to just try and go as far as we could and starting from \$5000 and getting all the way up till nearly five times that amount was just incredible.

The event only lasts a weekend. It takes several months of planning and hard work from everyone involved. In all those years, have you made any particularly fond memories as a coordinator of the event?

Many, many great memories honestly. It's always that first-day-at-school feeling when we all get together for our first meeting, which is about six months before the charity event happens. Everyone's usually just jazzed to get started on these concepts that we have for what we want to do for the year. The big send off at the end of our events where everyone jumps into the Discord call and completely destroys it by saying "Thank you! together is always a treat."

I vividly remember a number of emails that I've received over the years that were just long thank you letters from people with whom the event really resonated. Those are always very fond memories for me. Also, the stream that I did during the event, I think this was back in 2016 or 2017.

The hardest stream ever?

Yes. That Dragon, Cancer was such a difficult decision to make too. I was so concerned that the feeling of that game would just really put people off for the entire event. I knew how important it was to discuss the issue and how deeply I felt about wanting to show it on stream, and I was concerned at one point about the emotional whiplash involved, but it seemed to be a huge hit with everyone and it's still one I like to revisit each year just to remind ourselves why it is that we do this.

Even though we've surpassed our goal every time since the first event, did you ever anticipate us hitting the \$1,000,000 mark?

I don't know, I think I did at one point, but it really did take the courage of others sometimes to be able to see it for what it was. I remember when we still had Jan streaming for the event where she was one of the biggest cheerleaders for the longest time, especially in the initial years where her prognosis was always like, "Yep, we're going to double last year" and I'm like



2021

"I'm going to keep my expectations a little more reserved" and then she would be right. I was like, "Maybe I should be a little more bold about this, maybe I should dream a little more, because this is kind of crazy." Seeing the total rise each year and seeing how much money we've actually been able to contribute to pediatric cancer research has just been wild. With each year we've grown and adapted, [we've] tried new things and just done our best to try and make it an inclusive, amazing event for people to enjoy and also to contribute to a cause that they want to support.

How do you feel about being at the helm of this mission, and helping to make it happen?

It's overwhelming at times. I tend to be kind of an all or nothing person. I tend to push really hard for a long while and then I have to back off, and it can be really hard for me to take something step by step and follow it through - which is why I continue to be just kind of dazed sometimes when it comes to the charity event because it's one of the few projects that I've done in my life where I've opened almost in the exact opposite that I usually have.

It takes so many hands and so much effort to put on a spectacular show year after year, especially with three full days of content. It doesn't really hit me until the totals come out and the event is over, because when it's going on you're in the thick of it. You're not concerned so much about where you're going to be. You just have to make certain that things are operating well, people are being taken care of and everyone's having a good time, and then once everything's over just looking at the total and going, "Oh, we managed to do a lot of good this time around."

I can say with all honesty that I'm excited and I'm also just kind of in shock that it's led to this point that we're looking at this incredible milestone and thinking, "Wow, we did it!" - this was blood, sweat, and tears to make certain that we could do better by kids that need a second chance at life.

Video games allow people of all ages to explore different worlds and realities. What were your favorite moments of playing video games over the years? Super Punch-Out. Getting what I felt to be a nice PB in that game, moving onto learning the blindfolded strategies and then racing it with Zalfar during GDO Express in 2019? That was an experience, and I didn't even have to look and see what I

was doing on stage. I can't even imagine how much more nervous I would have been if I had to use my eyes. I've watched many, many runners sit on the couch doing their runs and just thought that I would be so nervous I'd had to sit there for however long to try and finish up a game as quickly as I could with so many people behind me and 100,000+ people watching.



I feel like I'm going to call myself out if I start mentioning projects that I really enjoyed, but I never finished the Jedi Academy mod with Goki in Drunken Polkadot, which is a fun free RPG maker game - that was my first stream on Vinesauce. I remember right before I was going to do my first guest stream, back when that was a thing, I was talking with Viny and he said "Okay, just go do it and have fun." I was like, "Okay, I'm gonna go have fun." Nervously getting on the mic while there are many more people in chat than I originally had thought there would be, and thinking "Well, it is time to do the goofy voice!" Let's just go ahead and try it!" And shoot, the rest was history.

What were some of your favorite streams that you have vivid memories of? It's weird, a lot of the games that I remember specifically always had either just very goofy moments in them during the playthrough or they were just oddball games. I still remember Bookworm Adventures extremely well. It's burned into my mind and it seems like such an oddball choice for streaming, but it turned out to be one of my favorite titles. Iron Raves, the album around my neck for a long while - that was certainly a video game. The

incomplete stream of Mother 3, which I really loved. I swear I got questions from up to two years later, "Hey, are you ever going back to that game?" and I was like "I don't know." I think you know at this point that I just hardly finish games I play. That's why I gotta play randomizers so you can just beat them in 2 hours.

What kind of streams do you watch?

I watch all types. I enjoy a lot of music streams, with folks that are playing instruments. I enjoy a lot of. I enjoy art streams when I really want to chill. Low-key, low viewer count speedrunning streams are some of my favorites where I can just put it on in the background and watch someone's progress or just chill in chat. I really enjoy watching chess streams. I enjoy watching a lot of older games that I really loved when I was younger, but I probably enjoy watching more than I do playing at this point. Things like StarCraft and RTS games that require a lot of skill that I just don't have anymore - or never had. I also pop into bigger streams at times just because it can be fun to bond with the energy of either a big audience in a fast moving chat or some really hysterical moments, but for the most part, I like to be pretty laid back when it comes to watching on Twitch.

Do you find yourself missing public events to interact with the community in person, or has that connection largely been kept intact online?

There's honestly a really good question. I've only had two opportunities to really meet people from the community and at an event - that was I went to PAX East one year and also Too Many Games (TMG) in 2017. I discovered when I went to PAX East that I really enjoyed hanging out with people outside of a scheduled event; getting food or just having an opportunity to chat with people was far more enjoyable than trying to connect with people while on a busy showfloor or otherwise.

That helped a bit when I went to TMG, I just said "I'm going to go hang out, meet people, give hugs and just try my best to enjoy myself." That was absolutely the perfect attitude to have. I met so many people from the community, folks that had been assisting with the charity event or were just big Vinesauce fans and it was honestly really amazing - but that really only constitutes like 10 or 15% of my interaction with most of the community members. A lot of the time it's just some folks who have either sent me a game

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or popped into a livestream or who I've managed to play a game with. I kind of yearn for the times where I had the opportunity to do that.

How do you think that speedrunning is different than casual playthroughs? You can play through something like Super Mario Bros. and have a great time, overcoming all the obstacles and making it to the end at your own pace. The moment that you apply any form of standard or goal to it - you're entering the realm of speedrunning at that point, and you're telling yourself, "I want to attempt to improve on my previous time that I played", and there's a lot of satisfaction when you see those goals met.

I think both methods of play have a lot of merit. You get to see much more of a game when you watch a slower playthrough. You get to see a lot more decisions and more of a unique playstyle that comes from watching those sorts of things. A speedrun tends to be a far more precise and exact method of playing through a game. You're trying to emulate the fastest movement possible. You're trying to cut out the portions of the game that you don't have to play. You're racing your own ghost all the way to the finish line - it's a different sort of rush.

You mentioned AGDQ and the blindfolded run in 2019. You were also a host for them in 2017 and 2018. What kind of experience did you have with that, and did it spark any ideas for Variety is HOPE?

First of all, it was such a cool experience getting to work with the volunteers for Games Done Quick. They have an incredible team that works very fluidly to bring that event every year. I was a little intimidated at first to host for those two events that I did, but I was also extremely excited because I not only got to be on air and to talk with the entirety of the audience itself and also to engage with the people that were in the room, but it was also just a really cool experience to connect with the various runners that were running when I was hosting.

I've always loved emulating the style of how GDQ runs their event with donation messages that come in and being able to read some of the very positive and powerful messages that people send along with their donations. I feel it really connects us all when we're able to share those feelings together. It was one of the very specific things that I wanted to do in later years,

which was to make certain that we were engaging with everyone that had been sending in money, and sending their best wishes and letting all of that flow back over the community, as it shows when the chat is just going on the speed of light with hearts and happy emoticons as they're listening to these donation messages be read. That was probably the biggest thing I took away from my experience as a host for Games Done Quick.

Do you feel like video games in general have influenced what you strive for as an adult?

Yes, I really do think they have. I have a picture somewhere that my mother took of me as a one year old holding a Nintendo controller. That apparently was the first time I ever held a controller, although my earliest memory of playing was when I was about four or five playing on my father's Sega Master system. I've always been playing games all my life and I think that one of the most beautiful things that come from playing games for so long is seeing the potential for connecting with people and also how streaming entertainment has managed to bring us together in various ways.

You're leading a bit of a busy life at the moment. Has it been a challenge to balance your career, the charity event, and being a father?

Yes, it definitely has been difficult to balance all of these different things in my life. It often is an act of juggling just when I need to be doing at any given moment, and you gotta make sacrifices. I've only streamed twice this year [at the time of this interview] and I find that just mind blowing to me. I normally can get at least one stream in a month or maybe a couple, but I just haven't been like at all and it's been because life has just been so busy.

A toddler is 100 times more difficult to manage than a sleeping baby in potato form. I initially thought that 2019 was going

to be a super difficult year with a newborn, and it really wasn't as bad as I thought, but then 2020 and now this year rolled around and my kid is running around - she's screaming, she's asking for things, she's climbing everything that she can. So it's hard honestly, if I'm being really honest. I have never managed to perfect the balance of everything when it comes to streaming, charity work, family, personal time, etc. It's a hard balance. When you put kids into the mix sometimes it's just all you can do to hang on and work late at night, or work with a crying baby on your knee, or just make it work and that's really the answer. You just make it work.

At the end of the 2019 Vinesauce Is HOPE event you announced Variety is HOPE as a non-profit organization. Early last year the organization got legally certified. How's it feel to be at the helm of a registered charity?

It feels pretty great. There's a lot involved with running an organization that is some ways you might get burning on before hand or you learn as you go. I've always been the type when it comes to my charity work where I've wanted to just jump head first into something and to do my best and to see how it would work out. Variety is HOPE has been a very interesting journey thus far. I've definitely learned a lot, and I definitely could not have done it without a number of extremely smart people on my board that are great at defining and working with the things that I have trouble with and also helping to steer the ship together.

It's an exciting opportunity and experience for sure, and it's one that I will never not be very proud of. I told myself when I went into this, that even if I didn't manage to do anything incredible, I would be content with the idea that this "charitable goodness" to do more for other people, to do something that is selfless and beautiful and helpful for any generation, would be preserved - it would be retained and be something that wouldn't just fade away. I've never wanted this event to just fade because it means so much to me. I want it to continue on and I want it to be something that people will carry forward for years to come, even if I'm not the one at the helm.

It's been exciting. It's also been humbling. There are a lot of things that go into running an organization that are not any

strong suit, but I do my best to surround myself with very competent and smart people that are willing to look at the issues that we need to tackle and to make the best decisions that we can. I'm proud of it. I will say one aspect that I didn't initially consider that I am especially proud of now, is that we've had at least a handful of volunteers that have worked with us for one or more years that went on to find steady work in the fields that they excelled in, and it was because they were able to use the experience that they had put in for the event to prove themselves.

This year's theme is science fiction, and the exploration of exciting new worlds. What do you think of sci-fi themes and how does it tie into our event?

Star Trek, most definitely! "Laughs" Whether you want to look at the goofy or the extremely serious aspects of sci-fi, there's this sort of hope that's associated with the idea of space travel. Man has always wanted to explore the heavens, to explore the celestial objects outside of our tiny little blue speck of a planet, and the idea of having the potential and the ability to do so is in itself a representation of hope.

Sayings like "Reaching for the moon" or "reaching for the stars" or others that evoke a sense of both wonder, our place in the universe and also the scope of growth, like, how far can you push yourself? How far can you reach and how do your efforts and potential affect what you're attempting to do? What are you able to achieve? What are the limits?

As well as just pursuing a really cool visual theme for the reader, we look about these different themes a lot during the first few months of the charity planning and a lot of it tends to be ideas that have been brought up through previous art pieces made throughout the community, or sometimes they emerge from little inside jokes that you then define with other additional meaning - it's really exciting to be able to work with this particular theme, and this theme wasn't even in my top three. You can find a theme that you're not super jazzed about at first, and then with enough creative movement you can start getting hyped about it.

Did the pandemic impose major challenges on the Variety is HOPE team, especially in terms of putting on last year's event?

Working through the pandemic was actually less of a challenge for the team than many other businesses or organizations

just because of our nature. We're solely online and we connect with one another digitally 100% of the time. We still took every opportunity that we could to give people space and time and to allow them to do what they needed to do for themselves and their families, but for the most part it didn't really slow us down and it also didn't end up impacting our ability to fundraise or otherwise. I will say that it was a total blast and a very exciting thing that we were able to crush the previous year's donation totals in the same way that we had.

We were going into it with tempered expectations on how the event would be attended and whether or not people would have the opportunity to donate with extra financial concerns. Instead, we saw what was an incredible outpouring of support and love that was amplified by these very difficult times that we're living through, because we were all affected by it in different ways and we wanted to, in my opinion, to all work together again on a cause that made sense to us and also brought some hope and love.

As we look to the future of this charity, do you have any foreseeable goals for the Variety is HOPE organization? Where do you want it to be going?

I would love to see more unique content on Variety is HOPE. I would love to see longstanding series that both inspire and inspire our audiences on the channel. I would love to see additional opportunities for us to help to raise money for great organizations. There's a lot of work that we still need to do in order to make these things happen, but I feel like we have a much better understanding now of our limitations and our capabilities and also our workflow to allow for making these events as streamlined and as effective as they are. I'm very hopeful that we'll be able to provide some additionally inspiring and exciting things in the future.

For the past year, was there anything that particularly kept you grounded if things got tough?

Absolutely. When I think of that, I think about being a dad. My toddler is a handful, to say the least, but she also grounds me in a way that I can't even really describe. It's a very good feeling and it's one that I never take for granted. I try to enjoy each and every day because family is very important to me and I also consider a lot of my close friends and people that I know my family. So, when I have difficult

moments, when I have times where I feel like it's really easy to just walk away from something, I turn to them and my little one and I just take stock of the things that I'm blessed to have.

I get to help organize an amazing event with friends and colleagues to do great things for charity. I get to spend time as a dad with my little girl. I get to enjoy time at home with her that I never thought I would ever be able to have, to go outside and to play with her and to just enjoy our relationship and be able to step away from duties every once in a while to get my head out of things. So yeah, being a dad it's probably number one on that.

After many years of coordinating the event, do you feel like you've laid a strong foundation for the future of Variety is HOPE?

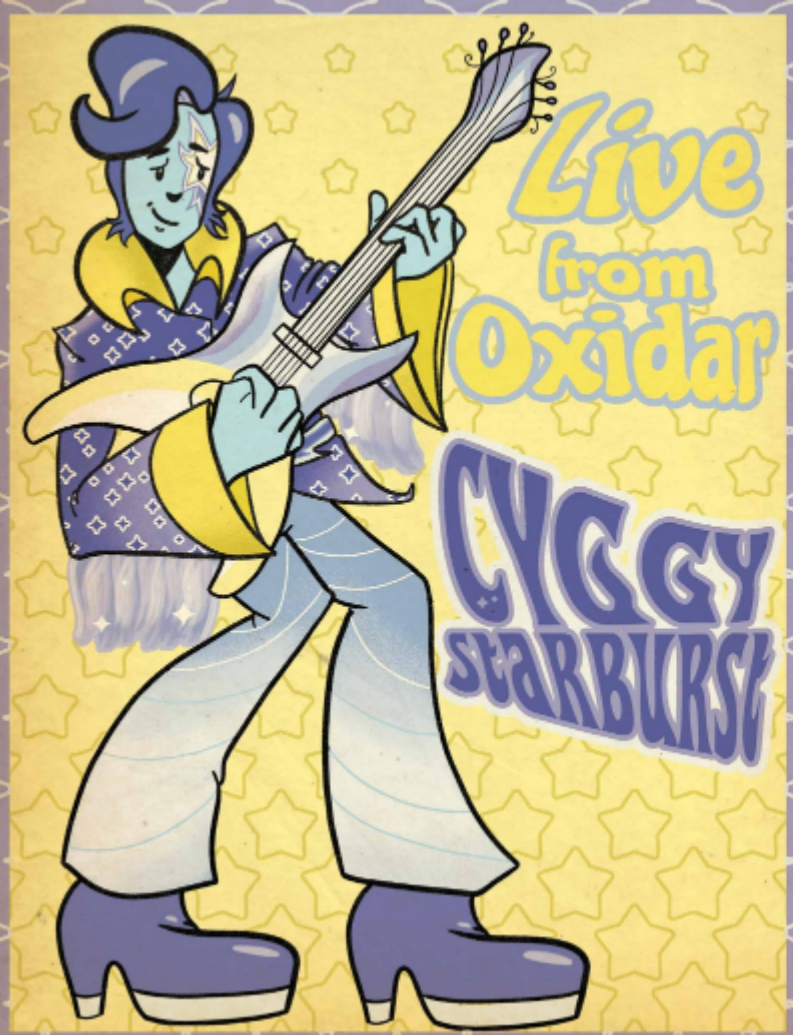
I'd like to think so, although it's important that we continue to develop what we have currently. We don't have any large scale events like Vinesauce Is HOPE currently on the channel, and it's something that I've been wanting to look at for the past two years. It's my hope that we can bring similar experiences, events, and opportunities for people to enjoy some entertainment and also to support great causes. I'm trying not to put too many expectations on myself.

For as much as I want to run a professional and capable organization, I am still just a volunteer like everyone else. I give the time that I can. I dig in sometimes to do what is necessary to help guide and move things along. Again, I'm only one person. That's one of the benefits that came with forming an organization. It wasn't just me at the helm trying to steer the ship, it's a number of people that all have opinions, experiences, and strength to draw from in different ways that help to put us on course for great things in the future.

Are bones a type of calzone? Why would bones be a calzone?

Dumplings. Humans are dumplings.





WANTED

NAME

V-DUB

WANTED FOR
KIDNAPPING, CONSPIRACY TO BOOTLEG
SODA, SPAWN CAMPING, TAX EVASION

CAUTIONS

KNOWN ASSOCIATE OF A-DUB. PRO GAMER.
SHOULD BE CONSIDERED ARMED AND EPIC.



8000 EXP

NAME

A-DUB AKA 'GNORTS'

WANTED FOR
CRIMES AGAINST FASHION, CONSPIRACY TO
BOOTLEG SODA, TRADING CARD SCALPING

CAUTIONS

KNOWN ASSOCIATE OF V-DUB. ARMED
WITH WHIPPED CREAM AND DUCT TAPE.



4200 EXP

NAME

CR-P0H

WANTED FOR
VIOLATION OF THE LAWS OF PHYSICS,
MUNDICIDE, UNSPORTSMANLIKE CONDUCT

CAUTIONS

CAPABLE OF LOBBING OBJECTS AT
NEAR-RELATIVISTIC SPEEDS.



100,000 EXP

RESEARCH LOG

During our travels across the stars, the HOPE team has encountered amazingly diverse flora and fauna. From the tiniest, hopeful multicoloured plant, to the largest and most distinguished creatures, you'll never get bored exploring what the universe has to offer!

Our interstellar travellers have documented many of the interesting species they have come across and compiled them into our ever growing database. Here, we'll share with you a few entries of the amazing life you'll find in the Little Rainbow Galaxy!

FLORA

HELIA

These plants blaze in the sun, acting as natural solar panels for the fields they're found in! We recommend you pack an extra pair of sunglasses just in case. The petals of these precious flowers are said to glow for a long time once they wilt, giving them the name "glow-leaves".

GOLDEN ROOT

This modified root vegetable is a valuable source of nutrition for HOPE explorers out in the field. Above ground, its purple foliage makes it easy to find, while below ground, it sports a shiny yellow tint. It has a vast array of cooking options, making it very popular among spacefarers.



GOLDEN ROOT

FAUNA

BLADED DARTER

Small and curious, this cute reptile makes use of its spiny appearance to ward off potential predators, allowing it to bask in the warm sun freely. Once it is charged up, it heads out to explore its rocky surroundings with a pair of strong wings.

GOOSHLUMP

Gentle by nature, this animal resembles a mix of a stout donkey and friendly canine. Its fluorescent fur, attentive ears, and diminutive snout make it a popular companion on treks through new environments. It is otherwise found in grassland areas.

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BLADED DARTER

SHROOMIE ANATOMY

VIVID COLORING

- Intendence is believed to come from their diet of crystal fruit and glow-leaves
- Colors often reflect their mood
- A happy shroomie will appear to almost shine!

ANTENNA

- Used for communication
- Size and shape differ between shroomies

MULTIPLE ARMS

- Allows shroomies to traverse their habitats with ease
- Can carry more things back home, like food or cool rocks!
- Great for hugging

SPINES

- Ideal for scaring off predators
- Keeping them in good condition is a top priority among the shroomies





CREW MANIFEST

Sbitbeetle	JoelZephead
aborsby	kiera_b_
Akumanoorobin	Kimboio
allidoodles	Limealicious
amoralcrow	little_bun
AndroidPriest	MakorelFish
AutomaticManic	McSpooks
AWD	Meatball
AwesomeChocobi	Mineturtle/Stamos
blasscleff	Mystikluu
CheesyDraws	Narry/smellyfeetuhave
chromatic_aberrations	natalietoday
Dawnyan	NappyNeptune
DesertPogona	Noxychu
Dorb	Peppermint Bubble
Dragoneye	Pierdeer
Fred	PlagueArcade
Freyja_Fenris	RevScarecrow
fuzzylammies	RobRobRevolution
GamerFuji	Sallymiakki
Gearomatic	Scutlei
glubtier	Shannquin
GreatSphynx	Sharkodiles
Greetzott	shiningblind
Grumpus	shoeplastic
Hootey	SinCityAssassin
Izzy Deadjet	Skinny
Jabroni Mike	steamcharlie
Joel	the_monotonist
	thelugiguy
	VelvetBaguette
	Vidyabum
	Vinny
	VRJosh
	werewhiskey
	Xeni



